

W B F CONVENTION CARD

CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:

NEBO: SABF - 2026 BERKOWITZ

PLAYERS: WENDY TEE 2971
GEORGE RAYMER 8069

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 CARD MAJORS, 1C = 2 CLUBS MIN, 1D = 4 CARD MIN
2H OR 2S = STRONG, 5 CARD MIN (18-22 PTS), 8 TRICK HAND
1NT OPENING = 15-17 PTS
2NT OPENING = 21-22 PTS (CAN HAVE SINGLETON ACE, CAN HAVE
A 5 CARD MAJOR - RESPONSE PUPPET AND TRANSFERS
MULTI 3 WAYS = WEAK IN MAJORS OR 20 PTS = REBID OF 2NT
BID OF 2NT BY RESPONDER = 14+ PTS

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

MULTI 3 WAYS = WEAK IN MAJORS OR 20 PTS = REBID OF 2NT
BID OF 2NT BY RESPONDER = 14+ PTS
CHESTEM: CUE BID OVERCALL SHOWS EXTREMES IN UNBID SUITS S/S
3C HIGHEST UNBID SUITS S/S AND 2NT = MINORS S/S

AFTER 1NT OPENING: 2C = PUPPET STATMAN
2D = TRANSFER TO H, 2H = TRANSFER TO S
2S = TRANSFER TO 3C, IF SUIT IS D, RESPONDER
CHANGES TO D
2NT = INVITATION TO 3NT

2C OPENING = 23+ OR 3 LOSER HAND
= RESPONSES: 2D = 0-1 CONTROL, 2H = 2 CONTROLS, 2S = 3 CONTROLS
2NT = 3 KINGS, 3C = 4 CONTROLS
ACE = 2 CONTROLS, KING = 1

SPECIAL FORCING PASS SEQUENCES

UNASSUMING CUE BID, ANY BID OF OPP SUIT, FORCING FOR 1 ROUND
NEGATIVE DOUBLES SHOWING OTHER MAJOR OR OTHER UNBID SUITS
SUPPORT DOUBLE

IMPORTANT NOTES

4NT KEYCARD RESPONSES: 5C = 1 OR 4, 5D = 0 OR 3, 5H = 2 OR 5 (NO Q), 5S = 2 OR 5 (+10)
5NT = ASKING FOR K'S, BID LOWEST K
PARTNER OPENS 1M IN RESPONSE OF 2NT IS JACOBY - 4 OF MAJOR AND
OPENER SHOWS SHORTAGE, THEN 1ST AND 2ND
CONTROLS ARE SHOWN
REVERSE BIDS
13+ PTS
ROUND

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	SMALL FROM HONOUR	SMALL FROM HONOUR OR HIGH/LOW
NT	4TH HIGHEST	
Subsequent		
Other: if supported high from xxx in partner's suit		

FOR DOUBLES

LEADS

Lead	Vs. Suit	Vs. NT
Ace	FROM AKX A FROM AK BEAR	4TH HIGHEST
King	FROM AKX K FROM KQJX	K FROM KQJX
Queen	Q FROM QJ10	Q FROM QJ10X
Jack	J FROM J10 OR J109	SMALL FROM J10XX
10	10 9 OR 109XX	4TH HIGHEST
9	98	
Hi-X		4 HIGHEST
Lo-X		

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	ATTITUDE	COUNT	ROMAN (ODD/EVEN)
Suit 2	COUNT		
3			
1			
NT 2	ATTITUDE	COUNT	ROMAN
3	COUNT	SUIT PREFERENCE	

Signals (including Trumps):

COUNT HIGH / LOW SHOWS EVEN
ATTITUDE HIGH ENCOURAGING

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

UP TO AND INCLUDING 45
12+ HIGH CARD POINTS

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

DOUBLE IS POINTS OR OPENING HAND OR OTHER MAJOR

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1/2 Level; Reopening)

8+ POINTS

RESPONSES NATURAL 6-9 FOR SUPPORT IN PARTNER'S SUIT, JUMP 10 PTS.

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-17 POINTS (2ND OR 4TH), ALL SYSTEMS ON

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak

WEAK JUMP 5 OR 6 CARD SUIT, NOT OPENING HAND

GHESTEM: CUE BID = EXTREMES, 2NT = LOWEST 2 SUITS NOT BID, 3C = HIGHEST SUITS NOT BID

Reopen

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

CUE BID SHOWS EXTREME SUITS

VS. NT (vs. Strong/Weak; Reopening; PH)

DO NT = 2C = C + HIGHER SUIT, 2D = D + HIGHER SUIT, 2H = H + S
 = 4/5 OR 5/4 IN SUITS, 2S = SS.
 = DBL = 6 CARD SUIT

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

DOUBLE = TAKEOUT

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

OVER OPPONENTS' TAKEOUT DOUBLE

IGNORE DOUBLE, ALL SYSTEMS ON

OPENING		TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1*	X	2			11-22 POINTS	10 H, S = 6+PTS AND 4 CARD SUIT INT = 6-10	NATURAL	NEG DOUBLE UP TO 35
1+		4			11-22 POINTS	1H, 1S = 6+POINTS, 4 CARD SUIT INT = 8-10 PTS		
1v		5			11-22 POINTS	1S = 6+PTS INT 6-10 PTS 2NT = 4H + OPENING HAND		
1A		5			11-22 POINTS	1NT = 6-10 PTS, 2NT = 4S + OPENING HAND 2C = PURPET, 2D TRF TO H,		
INT						NO SINGLETON 2H TRF TO S, 2S TRF TO C		
2*	X	0			23+POINTS OR 3 LOSER HAND	2D = 0 OR 1 CONTROL, 2H = 2 CTRL 2S = 3 CTRL, 2NT = 3K 3C = 4 CTRL		
2+	X	0			MULTI 3 WAYS	2H REBAY < 14 PTS		
2v		5			WEAK IN MAJOR S OR 20	2NT = 14+ PTS		
2v		5			STRONG 18-22	2NT NEG, NO FIT WITH PARTNER		
2A		5			STRONG 18-22	2NT NEG, NO FIT WITH PARTNER		
2NT								
3*		6			21 OR 22 PTS CAN HAVE A SINGLETON A	3D = TRF TO H, 3H = TRF TO S		
3+		6			40-9 PRE-EMPT	NATURAL		
3v		6			6-9 PRE-EMPT	NATURAL		
3A		6			6-9 PRE-EMPT	NATURAL		
3NT								
4*		7			8-11 PRE-EMPT	NATURAL		
4+		7			9-11 PRE-EMPT	NATURAL		
4v		7			9-11 PRE-EMPT	NATURAL		
4A		7			9-11 PRE-EMPT	NATURAL		
4NT								
5*		8			STRONG PRE-EMPT	TO PLAY		
5+		8			STRONG PRE-EMPT	TO PLAY		
5v								
5A								

CUE BIDS KEYCARD SC=1/4
SD=2/3
SH=2/5 NO QUEEN
SS=2/5 WITH QUEEN